

A statue of the goddess Mystra, depicted with long, flowing blonde hair and a serene expression. She wears a light-colored, off-the-shoulder gown with a red and white patterned bodice. The statue is set against a dark background and is surrounded by a complex, metallic, star-like structure. The title "MYSTRA'S BLACKLIST OF SPELLS" is overlaid in large, bold, white letters with a black outline.

# MYSTRA'S BLACKLIST OF SPELLS

A SMALL COMPENDIUM OF EPIC SPELLS FOR THOSE WHO WANT  
TO DEFY THE RULES OF REALITY

**HOME BREW**

Statue of Mystra by Larian Studios

# MYSTRA'S BLACKLIST OF SPELLS

WHEN NETHERIL DEFIED THE RULES OF NATURE BY killing the goddess Mystryl and attempting to impersonate her, the world turned upside down. The Wave, the source of all magic, was ripped apart, and the foundations of the world were almost destroyed. Luckily, the goddess was reborn in the form of Mystra, who took the order of the world in her hands and issued order amongst the chaos, reconstructing the world and mending the wave.

However, nothing has been the same since that day. To prevent humanity from ever attempting something similar again, mystery changed the laws of nature to prevent any spell of a level higher than 9th from being cast altogether and attempted to erase all knowledge of these epic spells from the world.

But knowledge like this can never be destroyed completely, figments of what once was will always linger around the world, amongst the cursed ruins of Netheril.

Even if someone finds these ancient, forgotten spells, it is impossible to cast them nowadays, or so it is thought...

## CASTING A 10TH LEVEL SPELL

In order to cast a 10th level spell, in order to even have a 10th level spell slot, one must rise above the natural limits of the world, one must achieve power beyond what was ever thought possible for a mortal, enough to defy the laws of nature themselves.

This compendium does not provide means to achieve this power, so you will have to find your own way to get your hands on a 10th-level spell slot or higher

## SPECIAL COMPONENTS

Some epic spells may have strange components, such as experience points.

In order to cast a spell with experience points, the caster must feed the spell an amount of XP which is lost permanently.

The XP is only lost immediately after the spell is fully cast, and you don't lose levels even if the amount of XP lost is enough to place you at a lower level.

### DISCLAIMER

This compendium has nothing against Mystra or its followers and does not condone destroying the fabric of reality or whatever consequences of going against natural laws may yield

ELMINSTER  
BY VIKTOR TITOV





## 10TH LEVEL SPELLS

### DREAMSCAPE

*10th-level Illusion*

**Casting time:** 1 day

**Range:** 500 ft.

**Components:** M (An empty book with two hundred pages made of silver and a bottle of golden ink)

**Duration:** Until dispelled

You target a square of 500 x 500 ft. and alter the world within it to your liking. Nothing you create with this spell is real and thus is destroyed if it leaves the spell's area. A creature that enters the area must succeed on a Wisdom saving throw or become charmed and be forced to believe whatever reality you created is real. The creature will enter a dream-like state, and will always find a way to explain any inconsistencies with this fake world, so if you create a wall with the spell, the creature won't be able to go through it even when it is not actually real. Things created by this spell can't hurt non-charmed creatures, but, on the other hand, those who failed the save can be hurt by them, always taking 10d12 points of psychic damage.

If the spell is dispelled, everything you created with it fades away, and all creatures cease to be charmed

**Classes:** Bard

### KILLING WIND

*10th-level conjuration*

**Casting time:** 1 action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

As a wave of toxic fumes spreads through a 100 ft. radius from the caster. Every creature within range must succeed on a Constitution saving throw or be killed instantly. Creatures with a Constitution score of 16 or higher take 15d10 poison damage instead, and creatures immune to poison damage are immune to this spell altogether.

Casting this spell reduces the maximum HP of the caster by two levels, which cannot be recovered by anything short of a wish spell.

**Classes:** Warlock

### WAVE MYTHAL

*10th-level abjuration*

**Casting time:** 3 days

**Range:** 300 ft.

**Components:** V, M, XP (A giant black pearl, a shield of adamantite and a cloak of protection) (Consumes 100.000 XP)

**Duration:** Instantaneous

You conjure a gigantic dome of magical energy that is 300 x 300 feet and cannot be crossed by any creature or material object. The dome is invisible, and any creature that tries to move through it collides with a solid surface.

When casting the spell, you speak a keyword that, when spoken out loud, grants a creature access to the dome, allowing it to pass through the invisible barrier once. You can also cast a second spell and link it to the dome, preparing it to activate itself every time a creature tries to enter without speaking the keyword.

The dome cannot be destroyed, and can only be dispelled by the one who cast it. If the original caster dies, the spell ends after a year.

**Classes:** Wizard, Sorcerer

### ABYSS CALL

*10th-level transmutation*

**Casting time:** 1 action

**Range:** 300 feet

**Components:** S, M (A sapphire worth at least 500.000 GP)

**Duration:** Instantaneous

As you call into the depths of the seas, you make all solid terrain on a 100 x 100 x 50 ft. cube turn into water briefly, to engulf and crush anything within. All creatures in the spell's range are submerged in this mass of water and must make a Constitution saving throw, taking 15d8 bludgeoning damage on a failed save, or half as much on a successful one. A creature who fails this save is drawn to the bottom of the spell area, and must use its next action to return to the surface.

At the start of your next turn, the mass of water becomes solid again, trapping all creatures that couldn't reach the surface underground.

**Classes:** Druid



## CALAMITY

*10th-level necromancy*

**Casting time:** 1 action

**Range:** 60 feet

**Components:** S, M (A rotten dragon scale, a dry beholder eye and the fang of an aboleth)

**Duration:** Instantaneous

You magically lash out against creatures around you, trying to take their life force.

Make a ranged spell attack against a number of creatures equal to your spellcasting modifier x2 (You have advantage in this attack against celestial and fiends). On a hit, each creature takes 10d8 necrotic damage.

After casting this spell you can use a bonus action to either recover a number of hit points equal to the highest damage caused by the spell, or deal that amount of damage to all creatures you didn't hit with the spell within 10 feet of you.

**Classes:** Warlock

## INFERNO

*10th-level evocation*

**Casting time:** 1 action

**Range:** Self

**Components:** V, S, M (a ruby worth at least 1000 Gp and a magmatic stone)

**Duration:** Concentration, up to 1 minute

When you cast this spell, you make hellish flames burst from the ground in a 90 ft. range around you.

Every creature that starts or ends their turn in the flames must make a Constitution saving throw, taking 20d6 fire damage on a failed one, or half as much on a successful one.

A creature that failed the saving throw has disadvantage on attack rolls, ability checks, and Dexterity saving throws until they start their turn outside the area of the spell.

A creature that has already failed the save has disadvantage on the next one against this spell if it's wearing metal clothes or armor.

**Classes:** Sorcerer, Druid

## RESHAPE

*10th-level transmutation*

**Casting time:** 1 hour

**Range:** Touch

**Components:** S, M, XP (A piece of skin blessed by a deity and a golden chisel adorned with rubies) (consumes 4,000 XP)

**Duration:** Instantaneous

You touch any piece of material or living object that is huge or smaller and twist its physical matter. You can change the type of material any inanimate object is made of. If you reshape a creature, you can change its appearance and overall shape as long as it retains its original size, and you can add to or take from it as many limbs as you want. You can also, through this means, change the creature's type to anything other than an undead.

If you touch a construct, you can turn it into an organic body capable of holding life, as long as the construct is in good condition.

**Classes:** Druid, Cleric

## EYES OF THE PAST

*10th-level divination*

**Casting time:** 1 minute

**Range:** 600 feet

*\*Components:* V, S

**Duration:** Concentration, up to 6 hours

You transport your senses back in time to experience what the world once was. For the duration, your five senses are projected to a point in time within the last 2000 years, allowing you to see and feel anything that happened around you at that point in time.

While the spell lasts, you can move in the past within the spell's range as an incorporeal being. You can't interact with anything while in this state, nor can you cast any other spells.

In the present, your body remains in a trance and is both unconscious and resistant to all damage.

When the spell ends, your senses return to your body in the present and you wake up.

**Classes:** Bard, Cleric



## ANIMIC STREAM

*10th-level necromancy*

**Casting time:** 1 action

**Range:** 200 feet

**Components:** S, M (A golden apple)

**Duration:** 1 hour

You rip apart a fragment of reality and filter into the world a stream of existential void coming from the deepest parts of the astral plane, collapsing creation within itself. The area within 90 ft. from the point where the spell is cast becomes frozen for the duration. Every creature that ends or starts its turn in the area must make a charisma saving throw, taking 20d6 cold damage on a failed save, or half as much on a successful one. No spells can be cast on this area, and creatures can't either recover Hp or die while under its effects. If a creature's Hp drops to 0, it doesn't die nor fall unconscious as long as it stays in the area. If a creature with 0 Hp leaves the spell's range or the spell ends, it dies instantly and can't be revived, as its body becomes an ice statue.

The spell can be cast with a 11th level spells lot to increase its duration to 24 hours

**Classes:** Wizard, Warlock

## SOOTHING RAIN

*10th-level conjuration*

**Casting time:** 1 minute

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

You manipulate the weather to conjure a strong rainfall from the heavens that heal and soothe the souls of the living. The rain falls in a 1-mile area centered on the caster for 1 hour.

Every creature that starts their turn under the rain recovers 1 hit point and is cured of all diseases. If a creature remains under the rain for the full duration, it loses 1 level of exhaustion as well as any conditions affecting it.

**Classes:** Cleric

## MOVE MOUNTAIN

*10th-level Transmutation*

**Casting time:** 2 hours

**Range:** 1 mile

**Components:** V, M (A mythallar, an object with levitation properties, and a crystal ball)

**Duration:** 24 hours

You target a mountain (any extension of terrain of 1-mile radius which elevates at least 1000 feet over the sea level) and use your magic to lift the mountain into the air, leaving a flat area beneath, and then flipping it over, creating a floating island. The mountain remains in the air for 1 day and then falls slowly back to its place and any creature in that location is harmlessly pushed away from the spell's range. If you place a mythallar on the surface of the floating island before the spell ends, it becomes permanent.

**Classes:** Wizard

## TIME DUPLICATE

*10th-level transmutation*

**Casting time:** 1 bonus action

**Range:** Self

**Components:** S

**Duration:** Instantaneous

You snatch yourself from 1 round in the future, placing your future self in a space adjacent to you. Your duplicate has no knowledge of the future of this round, as they are from a merely possible timeline.

Both you and your duplicate are free to act on your initiative, and your duplicate has the same resources you had at the time of casting the spell

Due to still being part of the time stream, this round it gains in the past is a round you lose in the future. Essentially, the round next to the one where this spell was cast you cease to exist (as you are in the past), and you then reappear at the start of your next turn in the space you were when you disappeared.

**Classes:** Wizard



## SHAPE TESERACT

*10th level Conjuraton*

**Casting time:** 1 hour

**Range:** Self

**Components:** V, S, M (A small cube of pure tungsten worth 200 platinum)

**Duration:** 24 hours

Through a dense ritual, you manifest from the higher spheres a four dimensional object which you can shape at will.

Initially, the object takes the form of a small tesseract that floats in your hand. Any creature that can see the tesseract must succeed on an intelligence save or take 5d10 psychic damage.

While the spell lasts, you can use an action to give the tesseract a shape. Depending on which shape you choose, it gains the following effects:

- **Weapon.** You transform the tesseract into a weapon. This object is a +3 weapon that deals 4d12 force damage on hit, has a range of 30 feet and ignores 3 points of the enemies AC
- **Shield.** The object is a force shield that gives you a +5 bonus to your AC and can be used as a reaction to nullify any psychic or force damage
- **Tool.** You transform the tesseract into a tool that grants you a +5 bonus to every roll you make with it. If you use it as a thieves tool, it can force open magical locks
- **Barrier.** You transform the tesseract into a wall, recreating the effects of a 9th level wall of force

Once the spell ends, the tesseract crumbles and disappears

**Classes:** Wizard, Warlock

## CEREBRAL CONJUNCTURE

*10th level Enchantment*

**Casting time:** 3 hours

**Range:** Self

**Components:** V, S, M, XP (A thread of silver silk worth 5000 gp, a vial of spinal fluid from an elder brain) (Consumes 10.000 Xp)

**Duration:** Until dispelled

Through a ritual, you weave a mental hive that connects the brains of up to 20 creatures. The creatures must succeed on an intelligence save or be forcefully connected to the hive (a creature can choose to fail this save).

Every creature connected to the hive can telepathically communicate with each other.

As an action, you can force a creature connected to the hive to perform any activity for you. If the activity is directly harmful to them, the creature can repeat the saving throw, instantly disconnecting from the hive on a successful one.

At any moment, you can explode the hive as an action, ending the spell instantly and dealing 30d6 psychic damage to every creature connected.

**At higher Levels.** If you cast this spell with a 11th level spell slot, you can connect up to 200 creatures, or 2000 creature with a 12th level slot

**Classes:** Bard

## GREAT SEAL

*10th-level Abjuration*

**Casting time:** 1 hour

**Range:** Touch

**Components:** S,M (A ruby worth 2000 platinum which the spell consumes)

**Duration:** Until dispelled

By touching the surface of an object, you place a powerful seal over it, causing it to be frozen in time.

The object becomes immovable and impervious to all damage, no force in the world is enough to change its current state and any attempt to interact with it or otherwise make it move or work fails.

Every time a creature attempts to cause damage to the object, it must succeed on a Charisma saving throw or take 12d10 psychic damage.

This spell can only be ended by the person who casted it, or by casting a 11th level or higher dispell magic on the seal

**Classes:** Wizard, Sorcerer, Cleric



## CREATE GUARDIAN

*10th-level necromancy*

**Casting time:** 24 hours

**Range:** Touch

**Components:** V,S,M (A needle of platinum and threads of gold worth 200 platinum as well as parts of up to five creatures of a CR equal to your level or lower)

**Duration:** Instantaneous

By bringing together the carcasses of various monsters, you sew them all together to create an abomination of great power to be at your service. During the casting of the spell, you touch the corpses of up to five creatures that had died within the last week.

When you successfully cast the spell, all corpses fuse into a necromantic abomination. This new creature has hit points, AC, ability scores and challenge rating equal to the highest of each among the creatures used. Every other core feature of this creature, such as its movement speeds, languages traits and actions are chosen by you among the ones possessed by the creatures used. You cannot extract more than three features or traits from each creature used.

The guardian created by this spell doesn't need to sleep, eat or breathe, and follows your every command.

However, you must sustain it with your magic. Every day, you must spend a spell slot of 10th level or higher to sustain the creature. If you fail to provide this magic, the guardian dies and crumbles to dust.

**Classes:** Wizard

## 11TH LEVEL SPELLS

### DILUVIAL TORRENT

*11th-level evocation*

**Casting time:** 1 action

**Range:** Self

**Components:** S, V, M (A silver gong worth 100000 Gp which is consumed by the spell)

**Duration:** Instantaneous

By striking the gong, you conjure a pillar of crushing water over yourself, destroying everything around you. Every creature within 100 feet of the caster takes 250 force damage plus 250 bludgeoning damage, every creature outside of this area but within a 300 foot radius takes 250 points of force damage, and every creature outside of this area but within a 750 foot radius takes 100 points of force damage. Any creature affected by this spell can make a Dexterity saving throw, halving the damage on a successful one.

The caster of the spell is immune to all the force damage caused by the spell.

**Classes:** Cleric, Sorcerer

## LOVING EMBRACE

*10th-level enchantment*

**Casting time:** 1 hour

**Range:** Touch

**Components:** S, M (A platinum chalice filled with wine aged for a century)

**Duration:** Until Dispelled

Through a long ritual, you embrace a creature in a bond of soul and body with another creature.

Choose two willing adult creatures, one of which can be you. After you finish casting the spell, the creatures become bonded. One of the creature becomes a protector, and the other becomes protected, both gaining benefits depending on which role they choose.

**The Protector:** The protector gains a +3 bonus to their attack rolls and damage rolls when they are within 60 feet of their protected, they cannot be charmed or frightened, and if their protected takes damage, they can use a reaction to transfer that damage to themselves.

**The Protected.** The protected gains a +3 bonus to their AC while within 60 feet of their protector, are immune to psychic damage and instant death and can use a bonus action to teleport within 5 feet of their protector. Both of the affected creatures can end the spell as an action, but otherwise it cannot be dispelled in any way.

**Classes:** Cleric, Bard

## LONGEVITY

*11th-level necromancy*

**Casting time:** 1 action

**Range:** Self

**Components:** S, V

**Duration:** Instantaneous

You drain the life force of every creature within range. Every creature within 60 ft. of the caster must succeed on a Constitution saving throw or take 40d6 necrotic damage. Creatures with a Constitution score of 10 or lower are killed instantly.

For every creature killed by this spell that is not a construct or an undead, the life span of the caster is increased by 1 year.

**Classes:** Druid, Warlock



## CROWN OF VERMIN

*11th-level conjuration*

**Casting time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

As you don a crown of mistletoe in your head, a swarm of 1000 biting and stinging spiders, centipedes, scorpions and beetles sprout from the very air around you. This swarm surrounds you for the duration. Every time a creature enters anywhere within 10 feet of you, each insect bites them once, dealing 1 point of piercing damage, and then dies. The creature takes just enough bites to drop to 0 hit points. If more than one creature enters the range, the insects bite them in order from lowest hp to highest.

A creature that enters the area can make a Constitution saving throw, being bitten by only 10d10 insects on a successful one.

When there are no more insects left, the spell ends.

Additionally, while the spell lasts, ranged attacks made against you have disadvantage

**Classes:** Druid

## WINTER SPEAR

*11th-level evocation*

**Casting time:** 1 action

**Range:** 60 ft.

**Components:** S, M, XP (A frozen white rose and a pinch of platinum powder worth 100.000 GP) (consumes 1.000 XP)

**Duration:** Instantaneous

A ravishing blast of freezing energy explodes from your finger in a straight line, destroying anything on its path.

Any creature in a 300 ft. long and 10 ft. wide line must make a Dexterity saving throw, taking 30d8 of force damage and 30d8 of cold damage on a failed save, or half as much on a successful one. A creature killed by this spell is utterly destroyed as if disintegrated.

The line upon which this spell was cast becomes difficult terrain for the next 2 hours.

The caster gains 1 level of exhaustion from the casting

**Classes:** Wizard, Sorcerer

## VALKYRIA

*11th-level necromancy*

**Casting time:** 2 hours

**Range:** Touch

**Components:** S, V, M, XP (A biologically functioning body and a pure diamond of any value) (consumes 3.000 XP)

**Duration:** Instantaneous

You touch into the deepest and most powerful forces of the universe in an attempt to break the barrier between

the living and the dead. Upon casting the spell, you can target the soul of a dead being and bind it to a body that is suitable to hold it. If the soul is free, it revives, holding no memory from its departure. An unwilling soul must succeed on a Wisdom saving throw or be forced to revive on the given body.

The spell itself does not provide a new body for the creature but it can target any biological construct that is not already occupied by a sentient being

**Classes:** Cleric, Bard

## DOMINATE COSMOS

*11th-level transmutation*

**Casting time:** 3 hours

**Range:** around 100 million miles

**Components:** Two adamantium whips, one liter of demon blood, two dragon scales (one chromatic, and one metallic), a gemstone worth 500.000 Gp and the seed of a silver oak all of which are consumed by the spell (the whips are not consumed, but break in the process)

**Duration:** 12 hours

When you cast the spell, you use each whip to grapple the sun and the moon in the sky and begin dragging them across the sky. If you drag the sun and moon through the sky for the entire spell duration, both celestial bodies gain velocity and you establish a cycle of day and night.

By carefully managing the speed of both the sun and moon, you can define how long they take to cross the sky, and thus the duration of the day and night cycle.

**Classes:** Wizard, Sorcerer, Druid

## REND HEAVEN

*11th level Evocation*

**Casting time:** 1 action

**Range:** Self

**Components:** V, S, M (A golden blade or staff)

**Duration:** 1 hour

With a strike as mighty as a mountain, you divide the sky in two. Make a melee spell attack against a creature, dealing 30d12 force damage on hit.

If the attack hits, a line 500 feet long and 30 feet wide starting on the creature struck becomes affected by the spell.

The area affected becomes devoid of air and life for the duration as well as silenced and heavily obscured. Every creature that starts or ends their turn in the area takes 15d8 necrotic damage and starts to suffocate.

A creature that takes this damage more than once gains a level of exhaustion

**Class:** Cleric



## 12TH LEVEL SPELLS

### OBSTRUCT DIVINITY

*12th-level enchantment*

**Casting time:** 1 action

**Range:** Touch

**Components:** S

**Duration:** Instantaneous

You place the strength of your body at the very tip of your fingers and attempt to seal the astral core of a deity. Make an attack roll against a divine creature within a 5 ft. range. On a hit, the objective must make a constitution saving throw (The DC is twice your spell save DC). On a failed save, the divine creature is physically destroyed and its astral self is thrown to the depths of its original plane of existence, where it remains stripped of its power for 1d100 centuries

**Classes:** Wizard

### KARSUS'S AVATAR

*12th-level enchantment*

**Casting time:** 6 hours

**Range:** Self

**Components:** V, S, M, XP (A stone-filled gizzard of a gold dragon placed in a mixture of tarrasque blood and the bile of a hydra, a flawless diamond worth a million Gp, the blood of a god) (500.000 Xp)

**Duration:** 24 hours

You steal the power of a god, destroying it to invest yourself in their powers. The deity whose blood was used for the spell is destroyed, and their powers are transferred to the caster, granting them godhood for the duration.

While the spell lasts, the caster has access to the entire powers of the former god, but must every round use an action to sustain the fabric of reality which they now are responsible for

**Classes:** Wizard

### MOONFALL

*12th-level conjuration*

**Casting Time** 1 year

**Range:** Special

**Components:** V, S, M (A fragment of moonstone, the soul of a star, a solidified piece of the weave, water from the deepest part of a bottomless ocean)

**Duration:** 3 days

You call the song of the ancient soul of the moon, summoning its true self to erase humanity from the face of the material plane.

When you successfully cast this spell, you trigger the actual end of the world, which occurs during the three days that the spell remains active

**The First Day.** During the first day, a mental illness plagues the earth. Every living creature in the material plane takes 1d4 psychic damage and gains a permanent and a long term madness effect, the later lasting for the whole day.

**The Second Day.** During the second day, everyone who survived must succeed on a Charisma saving throw or become a shadow, as their inner selves are purged of all mortal desire

**The Last Day.** In the last day, the moon falls from the sky, collapsing over the surface of the planet. Every creature in a 100 Mile radius from the point where the spell was cast is crushed to death, and every creature outside of this range takes 50d12 force damage

**Classes:** Druid